AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

Claims 1-20 (Canceled)

Claim 21. (Currently amended) A method for transmitting objects in ~~In~~ a data processing system having an RPC mechanism used by a program stored on a computer-readable medium containing instructions executable by a processor, the method ~~a method for transmitting objects~~ comprising:

receiving an object in a form of a stream from a remote RPC mechanism; and

deferring reconstruction of the object until requested to perform reconstruction by the program.

Claim 22. (Previously presented) The method of claim 21, further comprising:

reconstructing the object using code identified in the stream, when requested to perform reconstruction by the program.

Claim 23. (Currently amended) A method in a data processing system for transmitting an object from a first RPC mechanism to a second RPC mechanism that is used by a program stored on a computer-readable medium containing instructions executable by a processor, comprising:

forming a stream out of the object by the first RPC mechanism;

sending the stream to the second RPC mechanism by the first RPC mechanism;

receiving the stream by the second RPC mechanism; and

deferring reconstruction of the object by the second RPC mechanism until requested to perform the reconstruction by the program.

Claim 24. (Previously presented) The method of claim 23, further comprising the step, performed by the second RPC mechanism, of:

reconstructing the object using code identified in the stream, when requested to perform reconstruction by the program.

Claim 25. (Previously presented) A method in a data processing system for transmitting an object from a first RPC mechanism to a second RPC mechanism, comprising:

forming a stream out of the object by the first RPC mechanism;

sending the stream from the first RPC mechanism to the second RPC mechanism;

storing the stream by the second RPC mechanism; and

deferring reconstruction of the object by the first RPC mechanism until the stream is returned from the second RPC mechanism to the first RPC mechanism in response to the occurrence of an event.

Claim 26. (Previously presented) The method of claim 25, further comprising:

reconstructing the object by the first RPC mechanism using code identified in the stream.

Claim 27. (Previously presented) A method for processing objects in a distributed system comprised of multiple machines, comprising:

receiving a stream containing an identifier of an event listener and a self-describing form of an object associated with a request for notification of a particular event within the distributed system; and

in response to occurrence of the particular event, sending the stream to the identified event listener for reconstruction of the object using program code identified in the stream.

Claim 28. (Previously presented) The method of claim 27, wherein the stream is received from the event listener.

Claim 29. (Previously presented) The method of claim 27, wherein the stream is received from a machine other than the event listener.

Claim 30. (Previously presented) An apparatus for processing objects in a data processing system comprising:

a module configured to

receive an object in a form of a stream from a remote RPC mechanism, and

defer reconstruction of the object until requested to perform reconstruction by the program.

Claim 31. (Previously presented) The apparatus of claim 30, further comprising:

a module configured to reconstruct the object using code identified in the stream, when requested to perform reconstruction by the program.

Claim 32. (Currently amended) An apparatus for transmitting an object from a first RPC mechanism to a second RPC mechanism that is used by a program stored on a computer-readable medium containing instructions executable by a processor, comprising:

a module configured to form a stream out of the object by the first RPC mechanism;

a module configured to send the stream to the second RPC mechanism by the first RPC mechanism;

a module configured to receive the stream by the second RPC mechanism; and

a module configured to defer reconstruction of the object by the second RPC mechanism until requested to perform the reconstruction by the program.

Claim 33. (Previously presented) The apparatus of claim 32, further comprising:

a module configured to reconstruct the object using code identified in the stream, when requested to perform reconstruction by the program.

Claim 34. (Previously presented) An apparatus for transmitting an object from a first RPC mechanism to a second RPC mechanism, comprising:

a module configured to form a stream out of the object by the first RPC mechanism;

a module configured to send the stream from the first RPC mechanism to the second RPC mechanism;

a module configured to store the stream by the second RPC mechanism; and

a module configured to defer reconstruction of the object by the first RPC mechanism until the stream is returned from the second RPC mechanism to the first RPC mechanism in response to the occurrence of an event.

Claim 35. (Previously presented) The apparatus of claim 34, further comprising:

a module configured to reconstruct the object by the first RPC mechanism using code identified in the stream.

Claim 36. (Previously presented) An apparatus for processing objects in a distributed system comprised of multiple machines, comprising:

a module configured to receive a stream containing an identifier of an event listener and a self-describing form of an object associated with a request for notification of a particular event within the distributed system;

a module configured to send, in response to occurrence of the particular event, the stream to the identified event listener for reconstruction of the object using program code identified in the stream.

Claim 37. (Previously presented) The apparatus of claim 36, wherein the receiving module receives the stream from the event listener.

Claim 38. (Previously presented) The apparatus of claim 36, wherein the receiving module receives the stream from a machine other than the event listener.

Claim 39. (Currently amended) A computer-readable medium containing instructions for controlling a data processing system to perform a method, the data processing system having an RPC mechanism used by a program stored on a computer-readable medium executable by a processor, the method comprising the steps performed by the RPC mechanism of:

receiving an object in a form of a stream from a remote RPC mechanism; and

deferring reconstruction of the object until requested to perform reconstruction by the program.

Claim 40. (Currently amended) A computer-readable medium containing instructions for controlling a data processing system to perform a method, the method for transmitting an object from a first RPC mechanism to a second RPC mechanism that is

used by a program stored on a computer-readable medium containing instructions executable by a processor, the method comprising the steps of:

forming a stream out of the object by the first RPC mechanism;

sending the stream to the second RPC mechanism by the first RPC mechanism;

receiving the stream by the second RPC mechanism; and

deferring reconstruction of the object by the second RPC mechanism until requested to perform the reconstruction by the program.

Claim 41. (Previously presented) An apparatus for providing notification of an event in a distributed system, comprising:

a transmitting machine configured to specify an object associated with a request for notification of the event, and form a stream out of the object;

an event generator configured to, upon receipt of the stream, store the stream, and in response to occurrence of the event, output the stream; and

an event listener configured to, upon receipt of the stream from the event generator, reconstruct the object by accessing program code identified in the stream.

Claim 42. (Previously presented) An apparatus for deferring reconstruction of an object in a distributed system, comprising:

a transmitting machine configured to specify an object, form a stream out of the object, and send the stream to an intermediate machine;

the intermediate machine configured to receive the stream from the transmitting machine, store the stream, and in response to occurrence of an event, send the stream to a receiving machine; and

the receiving machine configured to receive the stream from the intermediate machine, and reconstruct the object by accessing program code identified in the stream.